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**UTILITY PATENT APPLICATION TRANSMITTAL  
(Large Entity)**

(Only for new nonprovisional applications under 37 CFR 1.53(b))

Docket No.  
0112300/141Total Pages in this Submission  
60

jc953 U.S. PTO



10/16/00

**TO THE ASSISTANT COMMISSIONER FOR PATENTS**Box Patent Application  
Washington, D.C. 20231

Transmitted herewith for filing under 35 U.S.C. 111(a) and 37 C.F.R. 1.53(b) is a new utility patent application for an invention entitled:

**GAMING DEVICE HAVING A MULTI-ROUND BONUS SCHEME WHEREIN EACH ROUND HAS A  
PROBABILITY OF SUCCESS**

and invented by:

Bayard S. Webb and Anthony J. Baerlocher

If a **CONTINUATION APPLICATION**, check appropriate box and supply the requisite information:☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No.: \_\_\_\_\_

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Enclosed are:

**Application Elements**

1. ☒ Filing fee as calculated and transmitted as described below
2. ☒ Specification having 43 pages and including the following:
  - a. ☒ Descriptive Title of the Invention
  - b. ☐ Cross References to Related Applications (if applicable)
  - c. ☐ Statement Regarding Federally-sponsored Research/Development (if applicable)
  - d. ☐ Reference to Microfiche Appendix (if applicable)
  - e. ☒ Background of the Invention
  - f. ☒ Brief Summary of the Invention
  - g. ☒ Brief Description of the Drawings (if drawings filed)
  - h. ☒ Detailed Description
  - i. ☒ Claim(s) as Classified Below
  - j. ☒ Abstract of the Disclosure

**UTILITY PATENT APPLICATION TRANSMITTAL**  
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**Application Elements (Continued)**

3. ☒ Drawing(s) *(when necessary as prescribed by 35 USC 113)*
- a. ☐ Formal                      Number of Sheets \_\_\_\_\_
- b. ☒ Informal                      Number of Sheets 8
4. ☒ Oath or Declaration
- a. ☐ Newly executed *(original or copy)*                      ☒ Unexecuted
- b. ☐ Copy from a prior application (37 CFR 1.63(d)) *(for continuation/divisional application only)*
- c. ☒ With Power of Attorney                      ☐ Without Power of Attorney
- d. ☐ DELETION OF INVENTOR(S)  
Signed statement attached deleting inventor(s) named in the prior application,  
see 37 C.F.R. 1.63(d)(2) and 1.33(b).
5. ☐ Incorporation By Reference *(usable if Box 4b is checked)*  
The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under  
Box 4b, is considered as being part of the disclosure of the accompanying application and is hereby  
incorporated by reference therein.
6. ☐ Computer Program in Microfiche *(Appendix)*
7. ☐ Nucleotide and/or Amino Acid Sequence Submission *(if applicable, all must be included)*
- a. ☐ Paper Copy
- b. ☐ Computer Readable Copy *(identical to computer copy)*
- c. ☐ Statement Verifying Identical Paper and Computer Readable Copy

**Accompanying Application Parts**

8. ☐ Assignment Papers *(cover sheet & document(s))*
9. ☐ 37 CFR 3.73(B) Statement *(when there is an assignee)*
10. ☐ English Translation Document *(if applicable)*
11. ☐ Information Disclosure Statement/PTO-1449                      ☐ Copies of IDS Citations
12. ☐ Preliminary Amendment
13. ☒ Acknowledgment postcard
14. ☒ Certificate of Mailing
- ☐ First Class                      ☒ Express Mail *(Specify Label No.):* EL387672685US

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**UTILITY PATENT APPLICATION TRANSMITTAL**  
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Docket No.  
0112300/141

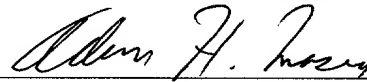
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**Fee Calculation and Transmittal**

**CLAIMS AS FILED**

For	#Filed	#Allowed	#Extra	Rate	Fee
Total Claims	33	- 20 =	13	x \$18.00	\$234.00
Indep. Claims	4	- 3 =	1	x \$80.00	\$80.00
Multiple Dependent Claims (check if applicable) <input type="checkbox"/>					\$0.00
BASIC FEE					\$710.00
OTHER FEE (specify purpose) _____					\$0.00
TOTAL FILING FEE					\$1,024.00

- ☒ A check in the amount of **\$1,024.00** to cover the filing fee is enclosed.
- ☒ The Commissioner is hereby authorized to charge and credit Deposit Account No. **02-1818** as described below. A duplicate copy of this sheet is enclosed.
- ☐ Charge the amount of \_\_\_\_\_ as filing fee.
- ☒ Credit any overpayment.
- ☒ Charge any additional filing fees required under 37 C.F.R. 1.16 and 1.17.
- ☐ Charge the issue fee set in 37 C.F.R. 1.18 at the mailing of the Notice of Allowance, pursuant to 37 C.F.R. 1.311(b).

  
Signature

Adam H. Masia  
Reg. No. 35,602

Dated: October 16, 2000

CC:

**CERTIFICATE OF MAILING BY "EXPRESS MAIL" (37 CFR 1.10)**

Applicant(s): Bayard S. Webb, et al.

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0112300/141

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Examiner

Group Art Unit

Invention: **GAMING DEVICE HAVING A MULTI-ROUND BONUS SCHEME WHEREIN EACH ROUND HAS A PROBABILITY OF SUCCESS**JC932 U.S. PTO  
09/688441  
10/16/00

I hereby certify that the following correspondence:

Patent Application

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is being deposited with the United States Postal Service "Express Mail Post Office to Addressee" service under 37 CFR 1.10 in an envelope addressed to: The Assistant Commissioner for Patents, Washington, D.C. 20231 on

October 16, 2000*(Date)*Deborah Dean*(Typed or Printed Name of Person Mailing Correspondence)*Deborah Dean*(Signature of Person Mailing Correspondence)*EL387672685US*("Express Mail" Mailing Label Number)***Note: Each paper must have its own certificate of mailing.**

**UNITED STATES PATENT APPLICATION**

**FOR**

**GAMING DEVICE HAVING A MULTI-ROUND BONUS SCHEME  
WHEREIN EACH ROUND HAS A PROBABILITY OF SUCCESS**

**INVENTORS:**

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Our File No.: 0112300-141

**EL 387672685US**

# **GAMING DEVICE HAVING A MULTI-ROUND BONUS SCHEME WHEREIN EACH ROUND HAS A PROBABILITY OF SUCCESS**

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## **DESCRIPTION**

The present invention relates in general to a gaming device, and  
15 more particularly to a gaming device having a multi-round bonus scheme wherein each round has a predetermined or randomly determined probability of success.

## **BACKGROUND OF THE INVENTION**

20 Gaming devices currently exist with bonus rounds in which a player has one or more opportunities to choose masked bonus awards from a group of masked awards displayed to the player. When the player chooses a masked award from the group, the game removes the mask and either awards the player with a bonus value or terminates the bonus

round with a bonus terminator. The outcome depends upon whether the player selects an award or a terminator.

In the above game, the controller of the gaming device randomly places a predetermined number of masked awards and terminators in the pattern at the beginning of the bonus round and maintains the positioning until the bonus round terminates. When the player selects a masked award, the player receives the value of the award, and the game typically displays a message that the player may continue and enables the player to select another masked award. The player then selects another masked award, and the process continues until the player selects a masked terminator. European Patent Application No. EP 0 945 837 A2 filed on March 18, 1999 and assigned on its face to WMS Gaming, Inc. discloses a bonus round of this type.

Gaming machines also currently exist with bonus rounds in which the game determines the player's award. PCT Application No. PCT/AU97/00121 entitled, Slot Machine Game with Roaming Wild Card, having a publication date of September 4, 1997, discloses an example. In this application, a slot machine having a video display contains a plurality of rotatable reels with game symbols. When the player receives a triggering symbol or combination, the game produces a bonus symbol. The bonus symbol moves from game symbol to game symbol temporarily



changing the game symbol to a bonus symbol. If the change results in a winning combination, the player receives an award.

Known gaming machines also provide bonus rounds in which the game selects symbols that determine the player's award, and the game  
5 maintains a minimum winning percentage, whereby the game iteratively and randomly selects symbols producing an award until selecting a losing combination of symbols. European Patent Application No. EP 0 874 337 A1 filed on March 27, 1998 and assigned on its face to WMS Gaming, Inc. discloses a bonus scheme of this type.

10 The first "go-until" or "do-until" round can end quickly, with no award generation, if the player initially selects a bonus round terminator. In the second bonus round, the game generates awards based upon symbol combinations. If no symbol combination produced in the bonus round yields an award, the player can receive nothing. The third bonus round is  
15 a "go-until" or "do-until" round in which the game, rather than the player, selects until selecting a losing combination of symbols. In the second and third games, the level of player interaction is limited to observing events unfold as the game selects or generates the symbols without player input.

In all three bonus games, the player can win nothing from the  
20 bonus round. To avoid a situation wherein the bonus game too often yields no awards, the game must set a high winning percentage. If so,

then to avoid consistently paying extraordinary awards, a bonus round must be a rare event or award relatively nominal award amounts.

It should be appreciated that certain known bonus schemes limit the flexibility of gaming device manufacturers. In certain bonus rounds, the manufacturer develops a bonus game theme that itself will provide excitement and enjoyment to a player. In these instances, the manufacturer likely desires the bonus round to occur relatively frequently. The manufacturer may wish the normal operation of the bonus round employing the theme to generate an award for the player, rather than a secondary consolation prize. The manufacturer also likely wishes to generate small, medium and large awards without overpaying and making the gaming device unprofitable.

## SUMMARY OF THE INVENTION

The present invention provides a gaming device, and more particularly a multi-round bonus scheme of a gaming device wherein each round has a probability of success. In one preferred embodiment, the game provides the player a set or group of symbols or selections in each round. The game associates a variable quantity (i.e., one or more) of an item with one or more of the symbols of the group. The player preferably chooses one symbol from the group of symbols in each round. If the chosen symbol has an associated item, the game awards the player with

an award in that round. If the player chooses a symbol which does not have an associated item, the game does not award the player with an award in that round.

The game preferably provides a plurality of rounds, each having a group of symbols. The game can display multiple groups and thus play multiple rounds at once or, preferably, play each round separately, individually and sequentially displaying the groups. The player preferably has an opportunity to select a symbol having an associated item from each group in a round. The game also preferably maintains and associates a different item with the symbols in a round and selects items according to a theme of the gaming device.

As stated above, the game can vary the number of symbols in a round having an associated item. In doing so, the game can vary the percentage of symbols having an associated item and accordingly vary the likelihood of a player succeeding in each round. Providing multiple rounds and thus multiple opportunities for the player to win an award and varying the likelihood of success among the different opportunities provides the implementor the flexibility of providing relatively high and low value bonus awards in one bonus game. The implementor can also guarantee success in a round by associating an item with each symbol of a group and assigning an appropriate prize so that the game does not become unprofitable. Thus, the present invention provides an interactive

bonus scheme of a gaming device, wherein the implementor can set the bonus game to frequently occur, to have a wide range of award values and to guarantee a win to the player.

It is therefore an object of the present invention to provide a multi-  
5 round bonus scheme of gaming device, wherein each round has a probability of success.

Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like  
10 parts, elements, components, steps and processes.

#### BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a front elevational view of a general embodiment of the gaming device of the present invention;

15 Fig. 2 is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention;

Fig. 3A is an enlarged front elevational view of the display device illustrating one embodiment of the present invention, which has a group of selectable symbols;

20 Fig. 3B is an enlarged front elevational view of the display device illustrating the embodiment of Fig. 3A after the player's selection, wherein the game has revealed the location of an award producing item;

Fig. 4 is an enlarged front elevational view of the display device illustrating another embodiment of the present invention, which has a group of symbols and a separate group of associated selectors on the display device;

5        Fig. 5 is an enlarged front elevational view of the gaming device illustrating a further embodiment of the present invention, which has a group of symbols on a display and a group of associated electro-mechanical selectors mounted to the gaming device;

10        Fig. 6 is an enlarged front elevational view of the gaming device illustrating yet another embodiment of the present invention, which includes a group of electro-mechanical symbols and a group of associated electro-mechanical selectors mounted to the gaming device;

15        Fig. 7 is an enlarged front elevational view of the display device illustrating yet a further embodiment of the present invention, which includes a plurality of groups of selectable symbols;

Fig. 8 is a table of one embodiment of the present invention including a plurality of different items of the present invention;

20        Fig. 9 is a table of a preferred embodiment of the present invention including a plurality of different number of assignments, wherein the game randomly assigns an item to one selectable symbol of the present invention;

Fig. 10 is a table of a preferred embodiment of the present invention including a plurality of different number of assignments, wherein the game randomly assigns an item to two selectable symbols of the present invention;

5        Fig. 11 is a table of a preferred embodiment of the present invention including a plurality of different number of assignments, wherein the game randomly assigns an item to three selectable symbols of the present invention;

10        Fig. 12 is a table of preferred embodiment of the present invention including a plurality of prize values and an associated probability for each prize value; and

Fig. 13 is a flow diagram of one embodiment of a method of the present invention.

## 15                    DETAILED DESCRIPTION OF THE INVENTION

### Gaming Device and Electronics

Referring now to the drawings, Fig. 1 generally illustrates a gaming device 10 of one embodiment of the present invention, which is preferably a slot machine having the controls, displays and features of a conventional  
20 slot machine. Gaming device 10 is constructed so that a player can operate gaming device 10 while standing or sitting. However, it should be appreciated that gaming device 10 can be constructed as a pub-style

table-top game (not shown) that a player can operate preferably while sitting. Gaming device 10 can also be implemented as a program code stored in a detachable cartridge for operating a hand-held video game device. Also, gaming device 10 can be implemented as a program code  
5 stored on a disk or other memory device which a player can use in a desktop or laptop personal computer or other computerized platform. Gaming device 10 can incorporate any game such as slot, poker or keno. The symbols used on and in gaming device 10 may be in mechanical, electrical or video form.

10 As illustrated in Fig. 1, gaming device 10 includes a coin slot 12 and bill acceptor 14 where the player inserts money, coins or tokens. The player can place coins in the coin slot 12 or paper money in the bill acceptor 14. Other devices could be used for accepting payment such as readers or validators for credit cards or debit cards. When a player inserts  
15 money in gaming device 10, a number of credits corresponding to the amount deposited is shown in a credit display 16. The present invention preferably employs or uses credits, however, the present invention is not limited to the use of credits and contemplates employing other units of value such as money. For purposes of describing and claiming this  
20 invention, the term "credit" includes any unit of value such as a gaming device credit or actual money.

After depositing the appropriate amount of money, a player can begin the game by pulling arm 18 or by pushing play button 20. Play button 20 can be any play activator used by the player which starts any game or sequence of events in the gaming device.

5 Referring still to Fig. 1, gaming device 10 also includes a bet display 22 and a bet one button 24. The player places a bet by pushing the bet one button 24. The player can increase the bet by one credit each time the player pushes the bet one button 24. When the player pushes the bet one button 24, the number of credits shown in the credit display 16  
10 decreases by one, and the number of credits shown in the bet display 22 increases by one.

Gaming device 10 also has a display window 28 which contains a plurality of reels 30, preferably three to five reels in mechanical or video form. Each reel 30 displays a plurality of symbols such as bells, hearts,  
15 martinis, fruits, cactuses, numbers, cigars, letters, bars or other images, which preferably correspond to a theme associated with the gaming device 10. If the reels 30 are in video form, the gaming device 10 preferably displays the video reels 30 in a display device described below. Furthermore, gaming device 10 preferably includes speakers 34 for  
20 making sounds or playing music.

At any time during the game, a player may "cash out" and thereby receive a number of coins corresponding to the number of remaining



credits by pushing a cash out button 26. When the player “cashes out,” the player receives the coins in a coin payout tray 36. The gaming device 10 may employ other payout mechanisms such as credit slips redeemable by a cashier or electronically recordable cards that keep track of the  
5 player’s credits.

With respect to electronics, the controller of gaming device 10 preferably includes the electronic configuration generally illustrated in Fig. 2, which has: a processor 38; a memory device 40 for storing program code or other data; a display device 32 (i.e., a liquid crystal display)  
10 described below; a plurality of speakers 34; and at least one input device as indicated by block 33. The processor 38 is preferably a microprocessor or microcontroller-based platform that is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device 40 can include random  
15 access memory (RAM) 42 for storing event data or other data generated or used during a particular game. The memory device 40 can also include read only memory (ROM) 44 for storing program code, which controls the gaming device 10 so that it plays a particular game in accordance with applicable game rules and paytables.

20 As illustrated in Fig. 2, the player preferably uses the input devices 33, such as the arm 18, play button 20, the bet one button 24 and the cash out button 26 to input signals into gaming device 10. In certain

instances, a touch screen 46 and an associated touch screen controller 48 can be used in conjunction with a display device described in detail below. Touch screen 46 and touch screen controller 48 are connected to a video controller 50 and processor 38. A player can make decisions and input signals into the gaming device 10 by touching touch screen 46 at the appropriate places. As further illustrated in Fig. 2, the processor 38 can be connected to coin slot 12 or bill acceptor 14. The processor 38 can be programmed to require a player to deposit a certain amount of money in order to start the game.

10           It should be appreciated that although a processor 38 and memory device 40 are preferable implementations of the present invention, the present invention can also be implemented using one or more application-specific integrated circuits (ASIC's) or other hard-wired devices, or using mechanical devices (collectively referred to herein as a "processor").

15   Furthermore, although the processor 38 and memory device 40 preferably reside on each gaming device 10 unit, it is possible to provide some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and

20   the like. For purposes of describing the invention, the controller includes the processor 38 and memory device 40.

Referring to Figs. 1 and 2, to operate the gaming device 10, the player must insert the appropriate amount of money or tokens at coin slot 12 or bill acceptor 14 and then pull the arm 18 or push the play button 20. The reels 30 will then begin to spin. Eventually, the reels 30 will come to a stop. As long as the player has credits remaining, the player can spin the reels 30 again. Depending upon where the reels 30 stop, the player may or may not win additional credits.

In addition to winning credits in this manner, gaming device 10 also preferably gives players the opportunity to win credits in a bonus game. This type of gaming device 10 will include a program that will automatically begin a bonus game when the player has achieved a qualifying condition in the primary or base game. This qualifying condition can be a particular arrangement of indicia on the display window 28. The gaming device 10 also includes a display device such as a display device 32 shown in Fig. 1 enabling the player to play the bonus game. Preferably, the qualifying condition is a predetermined combination of indicia appearing on a plurality of reels 30. As illustrated in the three reel slot game shown in Fig. 1, the qualifying condition could be the text "BONUS!" appearing in the same location on three adjacent reels.

20

## Selectable Symbol Configuration

Referring now to Fig. 3A, an enlarged front elevational view of the display device 32 illustrates one embodiment of the present invention, which includes a group 52 of selectable symbols and an associated item of a round. The game displays the group 52 of symbols "A", "B" and "C". As mentioned above, the display device 32 preferably includes a touch screen 46 and an associated touch screen controller 48 (Fig. 2). Each of the symbols "A", "B" and "C" is thus preferably a player selectable area or selector 54, 56 and 58, respectively, on the display device 32. Each selector sends a unique input signal to the controller of the present invention when selected or chosen by the player. Each symbol preferably has an exclusive selector, as shown. The game preferably maintains and displays three symbols and selectors for repeated use in each round, however, the game can maintain and display any number (greater than one) desired by the implementor of the gaming device.

The embodiment of Fig. 3A can maintain and display a row of items 60. The game alternatively does not have to display any items and can otherwise function without such a display. Displaying the row 60 will aid in the description of the present invention and is therefore included. The row includes fruits, however, the implementor can include any items, which may or may not be related to each other, such as a sandwich, cell phone, whistle, harmonica, false teeth, flashlight, football, sunglasses and ticket

stub. The items could also be numbers, letters, characters or any images. The game can instead or in addition to the row of items 60 provide a suitable prompt 62. The prompt 62 generally asks the player to select the symbol having one of the items from the row 60. The prompt 62 preferably discloses which item to associate with a symbol, e.g., the apple. The prompt also preferably discloses the potential prize value, e.g., 50 credits. The prompt 62 is illustrated as a visual, textual prompt. The game can also provide a similar audio prompt in place of or in addition to the visual prompt.

10 Referring now to Fig. 3B, an enlarged front elevational view of the display device 32 illustrates the embodiment of Fig. 3A, wherein the game has revealed the location of the item after the player's selection. In this example, the player selected the "B" symbol of Fig. 3A, which is the symbol that the game associated or assigned the item (apple) to. The player therefore obtained the 50 credits, as illustrated by the message 64. The message 64 is illustrated as a visual, textual message. The game can also provide a similar audio message in place of or in addition to the visual message. If the player did not choose the correct symbol, the message 64 would change accordingly.

20 The present invention contemplates any type of award or prize such as the gaming device credits, as illustrated, gaming device multipliers, or any other desired award or prize. The display device can

include a suitable meter (not shown), which accumulates awards or prizes obtained during the bonus round. Alternatively, the game can simply update the credit display 16. After revealing, the game can continue to display the row of items 60 and can further suitably mark a "spent" or  
5 previously played item, as indicated by the "X" through the apple item 66. The game also preferably displays and accumulates the items and their associated credits, which the player has successfully selected in a separate area 67 of the display device 32.

Fig. 3B illustrates certain aspects of the reveal feature of the  
10 present invention. When the player successfully chooses a symbol having an associated item, as in Figs. 3A and 3B, the game preferably displays the item and can also display the item's associated award or prize on or around the area of the item, as indicated by the selector 56. The game can also reveal the symbols that do not have an associated item, as  
15 indicated by the blank space inside the selector 54. Alternatively, the game can not reveal the symbols that do not have an associated item, as indicated by the "C" symbol inside the selector 58. Further alternatively, the game can display the item and associated award or prize near its associated symbol (not shown) and thereby not disrupt any of the  
20 symbols.

Referring now to Fig. 4, an enlarged front elevational view of the display device 32 illustrates another embodiment of the present invention,

wherein the selectors are separate but juxtaposed to an associated symbol. In this embodiment, the game can display the row of items 60 and preferably provides the visual prompt 62. In Fig. 4, the game displays the row of symbols 52 including the "A", "B" and "C" symbols separately  
5 from their respective selectors 68, 70 and 72. The selectors are still separate areas of a touch screen 46 and can contain suitable prompting indicia such as "select." The game preferably positions the selectors so that the player easily associates a selector to its respective symbol as illustrated. The reveal feature in this embodiment preferably replaces a  
10 symbol "A", "B" or "C" and otherwise does not disrupt any of the selectors.

Referring now to Fig. 5, an enlarged front elevational view of the gaming device 10 illustrates a further embodiment of the present invention, wherein the selectors are electro-mechanical and mounted to the front panel of the gaming device 10. In this embodiment, the game  
15 can display the row of items 60 and preferably provides the visual prompt 62. A separate front panel mountable input device 33 (Fig. 2), which is well known in the art, can enable a player to choose one of the symbols "A", "B" or "C". This embodiment preferably includes a separate electro-mechanical selector 74, 76 and 78 for each symbol "A", "B" and "C",  
20 respectively. The position of the selectors does not readily associate the selectors to their respective symbols, so each contains a suitable

message such as, "select A". The reveal feature of this embodiment operates in substantially the same manner as in the embodiment of Fig. 4.

Referring now to Fig. 6, an enlarged front elevational view of the gaming device 10 illustrates yet another embodiment of the present invention, wherein the selectors and the symbols are both electro-mechanical and mounted to the front panel of the gaming device 10. A separate front panel mountable input device 33 (Fig. 2), which is well known in the art, can enable a player to choose one of the symbols "D", "E" or "F". The game preferably includes a separate electro-mechanical selector 80, 82 and 84 for each symbol "D", "E" and "F" of the row 86, respectively, which are each preferably lightable indicators. The game preferably positions the selectors so that the player easily associates a selector to its respective symbol as illustrated and can provide a suitable prompt such as, "select." A separate display device 32 can display the row of items 60 and preferably provides the visual prompt 62. A touch screen 46 is not necessary in this embodiment. The reveal feature can light the indicator having the associated item and in addition provide a suitable visual or audio message 88 on the display device, such as, "we're sorry, you chose the 'E', but the 'F' had the apple." In this example, the game does not display the item and its associated credits in the separate prize accumulation area because the player did not successfully select the item.



Referring now to Fig. 7, an enlarged front elevational view of the display device 32 displaying yet a further embodiment of the present invention is illustrated, which includes a plurality of groups of selectable symbols. Each of the symbols "A", "B" and "C" of the group 52 is also a  
5 player selectable area or selector 54, 56 and 58, respectively, as discussed with Fig. 3A. Likewise, each of the symbols "G", "H" and "I" of the group 90 is also a player selectable area or selector 92, 94 and 96, respectively, on the display device 32. It should be appreciated that the multiple groups can be presented in combination with any of the  
10 embodiments of Figs. 3A, 4, 5 or 6.

The embodiment of Fig. 7 illustrates that the game can provide multiple groups, wherein each group presents the player with a separate opportunity to win an award. The game can provide any number of groups and is not limited to the two groups illustrated in Fig. 7. The game  
15 can make selecting from a subsequent group, e.g., group 90 in one round contingent on the result of selecting from a previous group, e.g., group 52 in a previous round. The contingency can be based upon any outcome of the present invention, such as selecting a symbol having an associated item, selecting a symbol not having an associated item or winning a prize  
20 above or below a predetermined value. The game can thus display multiple groups at one time, as illustrated here in Fig. 7. As discussed

below, the game can alternatively sequentially display multiple groups, at different times, and on separate screens of the display device 32.

The present invention preferably maintains the same group of symbols throughout the round, such as symbols "A", "B" and "C" of Figs.

5 3A, 3B, 4 and 5. The present invention can also employ one or more different groups of symbols, as illustrated above in Fig. 7, or a combination of new and old symbols. The associated symbols can be any symbols and are not limited to the "A", "B" and "C" of Figs. 3A, 3B, 4 and 5.

The game preferably separately displays a separate "apple" sequence, "orange" sequence, "banana" sequence, etc. on the display device 32, each of which provide the player with an opportunity to win the associated prize by guessing which symbol has the item. In an alternative embodiment, the present invention can display all the symbol groups on display device 32 at once, as illustrated in Fig. 7, each of which can provide the player with an opportunity to win the associated prize by guessing which symbol has the item. In any embodiment, the game preferably randomly associates the item with one of the symbols "A", "B" or "C". That is, if the game predetermined which symbol had the item, players would soon learn the configuration of the present invention.

20

Databases of the Present Invention

Referring now to Fig. 8, one embodiment of a schematic table 98 displaying a plurality of different items 100 of the present invention is illustrated. The items 100 of Fig. 8 comprise some of the fruits previously disclosed as well as other non-related items; namely, an apple, a cell  
5 phone, an orange, a whistle, a banana, a harmonica, grapes, false teeth, a lemon, a sandwich, a flashlight, a football, sunglasses and a ticket stub. The items can be any symbol or thing desired by the implementor and can be related to other items or not. The game preferably randomly selects one of the items 100 from the table 98 to associate with one of the  
10 selectable symbols, such as symbols "A", "B" and "C" of Figs. 3A, 3B, 4 and 5. In one embodiment, the game does not pick one item twice in any one round. Alternatively, the game can assign weights to one or more of the items, so that the game selects some items more often than others. Further alternatively, the implementor can set one or more predetermined  
15 order of items.

Referring now to Fig. 9, a preferred embodiment is illustrated in table 102 which includes a plurality of different number of assignments 104, wherein the game randomly assigns an item to one selectable symbol. The table 102 illustrates that the present invention can assign an  
20 item to one selectable symbol up to four times. That is, the game, according to the table 102, can provide up to four opportunities to the player in which the game assigns an item to one of the symbols. In the

preferred embodiment, wherein the game includes three symbols, table 102 provides the player with up to four chances having a 33% success probability in each round. It should be appreciated that the game can include any number of assignment 104 entries in the table 102, and is not limited to entries one through four, as illustrated, and is not limited to including sequential or incrementing entries.

The game preferably assigns or attaches a weight or probability 106 to each number of assignments 104 of the table 102. The weight or probability 106 may be stored as a percentage, as illustrated, however the present invention can designate the weight or probability 106 as odds, a fraction or via any suitable means. The probabilities 106 of the table 102 preferably add up to 100%. The probabilities determine the likelihood of the game randomly generating a particular number of assignments 104 of the table 102.

In table 102, the implementor has predetermined that: (i) in 20% of the games of the present invention, the game will randomly assign an item to one of the symbols only once; (ii) in 25% of the games of the present invention, the game will randomly assign an item to one of the symbols twice; (iii) in 40% of the games of the present invention, the game will randomly assign an item to one of the symbols three times; and (iv) in 15% of the games of the present invention, the game will randomly assign an item to one of the symbols the maximum of four times. The

implementor can provide any weighting or probability distribution that satisfies the game math, including a distribution wherein each number of assignments 104 is weighted equally and has an equal chance of being selected.

5 Referring now to Fig. 10, a preferred embodiment of a schematic table 108 includes a plurality of different number of assignments 110, wherein the game randomly assigns an item to two selectable symbols of the present invention. The table 108 illustrates that the present invention can assign an item to two selectable symbols up to four times. That is, the  
10 game, according to the table 108, can provide up to four opportunities to the player in which the game assigns an item to two of the symbols. In the preferred embodiment, wherein the game includes three symbols, table 108 provides the player with up to four chances having a 67% success probability in each round. It should be appreciated that the game can  
15 include any number of assignment 104 entries in the table 108, is not limited to entries one through four, as illustrated, and is not limited to including sequential or incrementing entries.

The game again preferably assigns or attaches a weight or probability 112 to each number of assignments 110 of the table 108. The  
20 weight or probability 112 may be stored as a percentage, as illustrated, however the present invention can designate the weight or probability 112 as odds, a fraction or via any suitable means. The probabilities 112 of the

table 108 preferably add up to 100%. The probabilities determine the likelihood of the game randomly generating a particular number of assignments 110 of the table 108.

In table 108, the implementor has predetermined that: (i) in 30% of  
5 the games of the present invention, the game will randomly assign an item to two of the symbols only once; (ii) in 40% of the games of the present invention, the game will randomly assign an item to two of the symbols twice; (iii) in 20% of the games of the present invention, the game will randomly assign an item to two of the symbols three times; and (iv) in 10%  
10 of the games of the present invention, the game will randomly assign an item to two of the symbols the maximum of four times. The implementor can again provide any weighting or probability distribution that satisfies the game math, including a distribution wherein each number of assignments 110 is weighted equally and has an equal chance of being selected.

15 Referring now to Fig. 11, a preferred embodiment of a schematic table 114 includes a plurality of different number of assignments 116, wherein the game randomly assigns an item to three selectable symbols of the present invention. In this embodiment, three symbols having an assigned item will guarantee a successful outcome for these assignments.  
20 The table 114 illustrates that the present invention can assign an item to three selectable symbols up to four times. That is, the game, according to the table 114, can provide up to four opportunities to the player in which

the game assigns an item to three of the symbols. In the preferred embodiment, wherein the game includes three symbols, table 114 provides the player with up to four chances in which the player cannot lose. The game guarantees a win by providing a 100% success probability in at least one round. It should be appreciated that the game can include any number of assignment 116 entries in the table 114, is not limited to entries one through four, as illustrated, and is not limited to including sequential or incrementing entries.

The game yet again preferably assigns or attaches a weight or probability 118 to each number of assignments 116 of the table 114. The weight or probability 118 may be stored as a percentage, as illustrated, however the present invention can designate the weight or probability 118 as odds, a fraction or via any suitable means. The probabilities 118 of the table 114 preferably add up to 100%. The probabilities determine the likelihood of the game randomly generating a particular number of assignments 116 of the table 114.

In table 114, the implementor has predetermined that: (i) in 50% of the games of the present invention, the game will randomly assign an item to three of the symbols only once; (ii) in 40% of the games of the present invention, the game will randomly assign an item to three of the symbols twice; (iii) in 20% of the games of the present invention, the game will randomly assign an item to three of the symbols three times; and (iv) in

10% of the games of the present invention, the game will randomly assign an item to three of the symbols the maximum of four times. The implementor can again provide any weighting or probability distribution that satisfies the game math, including a distribution wherein each number of assignments 116 is weighted equally and has an equal chance of being selected.

It should be appreciated that the number of selectable symbols limits the number of tables, such as tables 102, 108 and 114 of the present invention. In a preferred embodiment providing three selectable symbols such as "A", "B" and "C", the game can only include up to three tables, i.e., one assigning an item to one symbol, one assigning an item to two symbols and one assigning items to all three symbols. In an embodiment including four, five, six selectable symbols, etc., the game can include up to four, five or six tables, etc.

In combination, the tables 102, 108 and 114 create a game, wherein at best, the player has twelve opportunities to select which symbol has the associated prize yielding item, wherein four selections are guaranteed wins. At worst, the player has three opportunities to select which symbol has the associated prize yielding item, one of which is a guaranteed win. Of course, the player's ability to successfully select symbols having an associated item also contributes to the player's overall award.



Referring now to Fig. 12, an award or prize table 120 includes a plurality of award or prize values 122 and an associated weight or probability 124 for each award or prize value. The prize values 122 can be any values desired by the implementor that satisfy the game math. As  
5 stated above, the prizes 122 can be game credits, credit multipliers, etc., or any desired type of prize. The weight or probability 124 may be stored as a percentage, as illustrated, however the present invention can designate the weight or probability 124 as odds, a fraction or via any suitable means. The probabilities 124 of the table 114 preferably add up  
10 to 100%. The probabilities determine the likelihood of the game randomly assigning a particular prize 122.

In similarity to the random selection of the items, the game preferably assigns the same prize value 122 more than once. In other embodiments, it can be designed to exclude these duplications. As  
15 illustrated in Fig. 12, the game preferably assigns an equal percentage 124 or likelihood to each of the prizes 122, so that each has an equal chance of being selected. The implementor can again provide any weighting or probability distribution that satisfies the game math. The implementor can also include any desired number of prizes 122. The  
20 present invention contemplates randomly assigning one of the prizes 122 at any time before providing and displaying the prize to the player. The game can also assign a prize 122 to each opportunity, i.e., symbol

selection, or assign a prize only after the player successfully selects a symbol having an associated item. That is, assigning a prize does not necessarily equate to awarding the prize to a player. Assigning a prize can alternatively include designating the prize the player receives if the player selects the award yielding symbol. One skilled in the art of game design can structure the award distribution of the present invention in a plurality of ways.

Referring now to Fig. 13, one embodiment of a method flow diagram of the present invention is illustrated. It should be appreciated that from the foregoing disclosure one skilled in the art of game design can develop alternative method flow schemes that employ the previously disclosed data tables. and the present invention The following disclosure is not intended to limit the invention to the specific method hereafter disclosed.

Upon a sequence triggering event, as indicated by the oval 150, the game of the present invention: (i) randomly selects a number of assignments, wherein the game assigns an item to one symbol; (ii) randomly selects a number of assignments, wherein the game assigns an item to two symbols; and (iii) randomly selects a number of assignments, wherein the game assigns an item to three symbols, as indicated by the block 152. The game then randomly selects an item for each assignment, as indicated by the block 154. As stated above, the game is preferably

adapted such that it must randomly select a different item for each assignment.

The game randomly assigns each selected item to the appropriate number of symbols, such as to the appropriate number of symbols “A”, “B”, and “C” of Figs. 3A, 3B, 4 and 5, as indicated by the block 156. The game randomly selects and assigns a prize to each assignment or selection opportunity and displays the selectable symbols to the player along with an initial audiovisual production, as indicated by the block 158. As stated above, the game is preferably adapted such that it can select the same prize for a plurality of assignments.

At this point in the sequence, the game knows the total number of assignments as well as the total number of each type of assignment, i.e., whether one, two or three symbols has an item. The game knows the item with which to prompt the player, which selectable symbols yield a win and the prize for a win. The game has also initiated the game by presenting the selectable symbols and explaining the game to the player.

The game randomly selects one item and prize for presentation to the player, as indicated by the block 160. The game runs an appropriate audiovisual prompt disclosing the item and preferably its assigned prize and enables the player to select one of the displayed symbols, as indicated by the block 162. The game awaits an input or decision by the player, as indicated by the diamond 164.

If the player does not input a decision, as indicated by a negative response to the query of diamond 164, the game continues to prompt and enable the player to select a symbol, as indicated by the block 162. The logic loop continues until the player inputs a decision, as indicated by a positive response to the query of diamond 164, after which the game determines if the selected symbol has an associated or assigned item, as indicated by diamond 166.

If the player does not select an award yielding symbol, as indicated by a negative response to the query of diamond 166, the game preferably runs a condolence audio, visual or audiovisual sequence, as indicated by the block 170. If the player does select an award yielding symbol, as indicated by a positive response to the query of diamond 166, the game preferably awards the assigned prize, as indicated by the block 168.

Regardless of the outcome of the player's selection, the game determines if another assignment or selection opportunity exists, as indicated by diamond 172. If no other assignment exists, as indicated by a negative response to the query of the diamond 172, the sequence ends, as indicated by the oval 174. If another assignment does exist, as indicated by a positive response to the query of the diamond 172, the game randomly selects another item and prize for presentation to the player, as indicated by the block 160.

### Reveal Feature for Varying Winning Percentages

The bonus round configuration embodiments of Figs. 3A, 3B, 4, 5, 6 and 7 discussed the reveal feature of the present invention. In general, after the player's selection, the game revealed which symbol had the associated item, via any suitable form of symbol indication. The game revealed the associated symbol regardless of whether the player chose the symbol. The embodiments of Figs. 3A, 3B, 4, 5, 6 and 7 all included one associated item per symbol group.

When the present invention assigns an item to more than one selectable symbol such as with tables 108 and 114 of Figs. 9 and 10, respectively, the present invention preferably follows two rules in revealing associated symbols. First, if the present invention assigns an item to more than one selectable symbol, and the player successfully selects one of the associated symbols, the game preferably only reveals that the player selected symbol had an associated item and not any of the other associated symbols. To increase enjoyment, the game preferably lets the player believe the player has been lucky. Second, if the present invention assigns an item to more than one selectable symbol, but the player unsuccessfully selects one of the unassociated symbols, the game preferably reveals all the symbols having the associated item. To increase excitement, the game preferably shows the player a missed opportunity.

While the present invention is described in connection with what is presently considered to be the most practical and preferred embodiments, it should be appreciated that the invention is not limited to the disclosed embodiments, and is intended to cover various modifications and  
5 equivalent arrangements included within the spirit and scope of the claims. Modifications and variations in the present invention may be made without departing from the novel aspects of the invention as defined in the claims, and this application is limited only by the scope of the claims.

## CLAIMS

The invention is hereby claimed as follows:

- 5     1.     A gaming device comprising:
- a controller;
- a display device connected to said controller;
- a plurality of symbols displayed on said display device in each  
round;
- 10          a plurality of rounds provided by said controller;
- means connected to said controller for enabling a player to select  
one of said symbols;
- said controller having means for assigning an item to at least one of  
said symbols in each round; and
- 15          an award provided to said player in each round if said player  
selects a symbol having said assigned item in said round.
2.     The gaming device of Claim 1, wherein said assigning means  
assigns an item to a plurality of symbols in each round.
- 20
3.     The gaming device of Claim 1, wherein said assigning means  
includes a table of randomly selectable items.

4. The gaming device of Claim 1, wherein said assigning means includes a table of randomly selectable items, and wherein at least one item is adapted to be randomly selected more often than at least one other item.

5. The gaming device of Claim 1, which includes a table of numbers, a plurality of said numbers designating player selections wherein said item is assigned to a percentage of symbols of said group.

6. The gaming device of Claim 1, which includes a table of numbers, a plurality of said numbers designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of said table is adapted to be randomly selected more often than at least one other number of said table.

7. The gaming device of Claim 1, which includes a plurality of tables of numbers, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round.



8. The gaming device of Claim 1, which includes a plurality of tables of numbers, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of a table is adapted to be  
5 randomly selected more often than at least one other number of said table.

9. The gaming device of Claim 1, which includes a quantity of tables of numbers equaling the quantity of symbols in a round, a plurality of said  
10 numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round.

10. The gaming device of Claim 1, which includes a quantity of tables of numbers equaling the quantity of symbols in a round, a plurality of said  
15 numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.

20 11. The gaming device of Claim 1, which includes a table of randomly selectable prizes.

12. The gaming device of Claim 1, which includes a table of randomly selectable prizes, and wherein at least one prize is adapted to be randomly selected more often than at least one other prize.

5 13. A method for operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of symbols on a display device of said gaming device;
- (b) assigning an item to at least one of said symbols;
- 10 (c) selecting a prize;
- (d) enabling a player to select a symbol;
- (e) providing said prize to said player if said player chooses a symbol having said assigned item; and
- (f) repeating steps (a) to (e) in a plurality of rounds.

15

14. The method of Claim 13, which includes the step of selecting a number of player selections, said number defining a percentage of symbols in a round.

20 15. The method of Claim 13, which includes the step of selecting a number of player selections from a table having a plurality of different

selection numbers, wherein said table is associated with a percentage of symbols in a round.

16. The method of Claim 13, which includes the step of selecting a  
5 number of player selections from a table having a plurality of different selection numbers, wherein said selected number is adapted to be selected more often than a different number of said table, and wherein said table is associated with a percentage of symbols in a round.

10 17. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, wherein each selected number is associated with a different percentage of symbols in a round.

18. The method of Claim 13, which includes the step of selecting a  
15 plurality of numbers of player selections, each selected number belonging to a table of numbers, and wherein each table is associated with a different percentage of symbols in a round.

19. The method of Claim 13, which includes the step of selecting a  
20 plurality of numbers of player selections, each selected number belonging to a table of numbers, wherein at least one selected number of a weighted table is adapted to be selected more often than a different number of said

weighted table, and wherein each table is associated with a different percentage of symbols in a round.

20. The method of Claim 13, which includes the step of repeating steps  
5 (a) through (e) until said player selects a number of times equal to a selected number, said selected number being associated with a percentage of symbols in a round.

21. The method of Claim 13, which includes the step of repeating steps  
10 (a) through (e) until said player selects a number of times equal to a sum of a plurality of selected numbers, said selected numbers each being associated with a different percentage of symbols in a round.

22. The method of Claim 13, which includes the step of revealing that a  
15 symbol has an assigned item when said player selects a symbol having said assigned item.

23. The method of Claim 13, which includes the step of revealing that  
all symbols having an assigned item indeed have said assigned item when  
20 said player selects a symbol not having an assigned item.

24. A method for operating a gaming device, said method comprising the steps of:

- (a) displaying a group of symbols on a display device of said gaming device;
- 5 (b) assigning an item to a percentage of symbols of said group;
- (c) selecting a number of player selections for said percentage; and
- (d) enabling said player to select said number of selections.

10 25. The method of Claim 24, which includes the step of selecting a prize.

26. The method of Claim 24, which includes the step providing said prize to said player if said player chooses a symbol having an assigned  
15 item.

27. The method of Claim 24, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

20

28. The method of Claim 24, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.

5 29. A method for operating a gaming device, said method comprising the steps of:

(a) displaying a group of symbols on a display device of said gaming device;

10 (b) assigning an item to a first percentage of symbols of said group;

(c) assigning an item to a second percentage of symbols of said group;

(d) selecting a first number of player selections of said first percentage;

15 (e) selecting a second number of player selections of said second percentage;

(f) adding said first number and said second number; and

(g) enabling said player to select said added number of times.

20 30. The method of Claim 29, which includes the step of selecting a prize.

31. The method of Claim 29, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.

5 32. The method of Claim 29, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

33. The method of Claim 29, which includes the step of revealing that  
10 all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.

## ABSTRACT OF THE DISCLOSURE

The present invention provides a gaming device, and more particularly a gaming device having a multi-round bonus scheme wherein each round has a probability of success. In one embodiment, the game  
5 maintains and displays a group of symbols, each symbol having an associated selector with which a player can select the symbol. The game also maintains and associates an item with the group, whereby the game can associate a variable quantity of the item with one or more of the symbols of the group. The player preferably chooses one selector and  
10 thus one symbol from each group of symbols. If the chosen symbol has an associated item, the game awards the player with a prize. If the player chooses a symbol unassociated with an item, the game does not award the player with a prize. Each round provides a group of symbols with different probabilities of the association of items to symbols.



FIG. 1

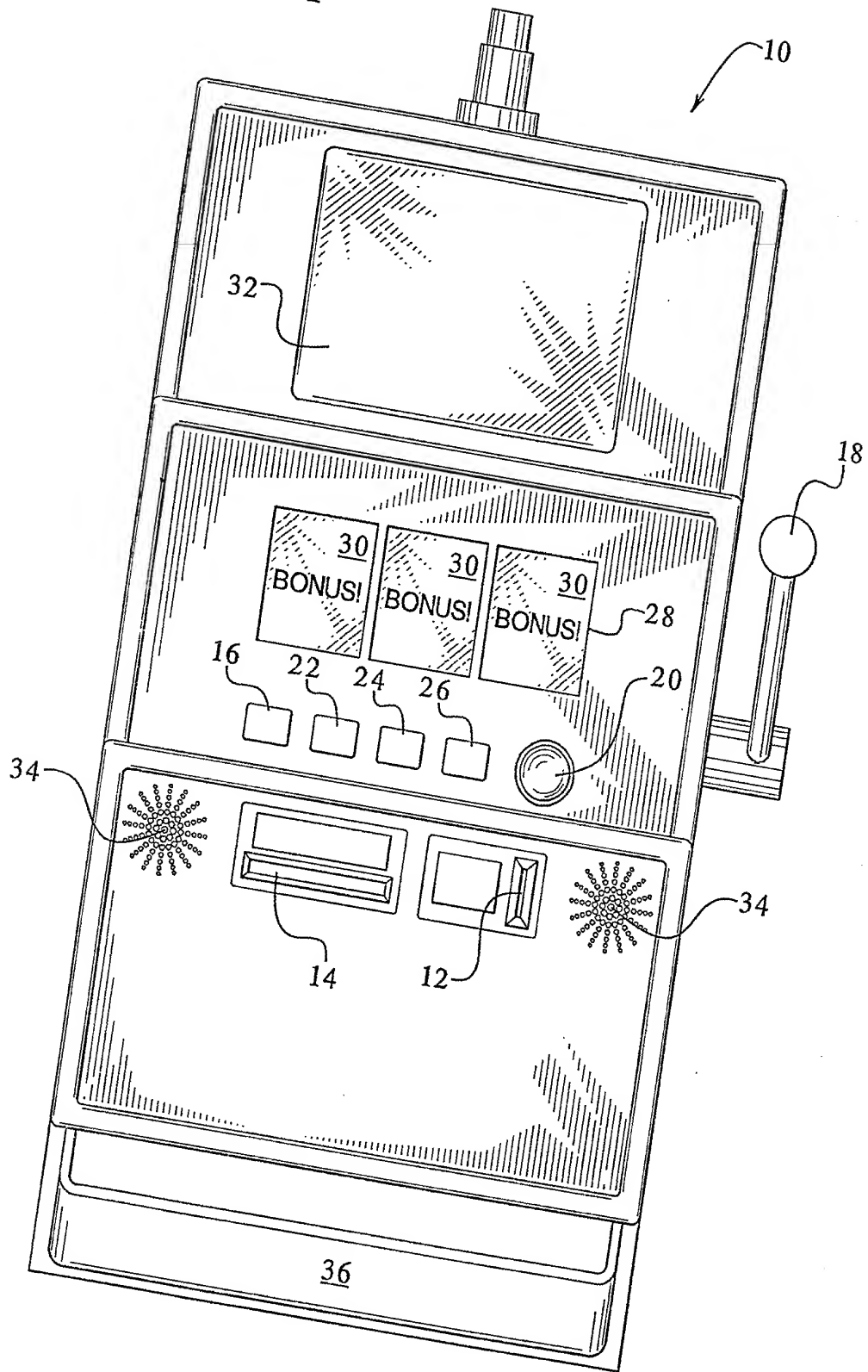
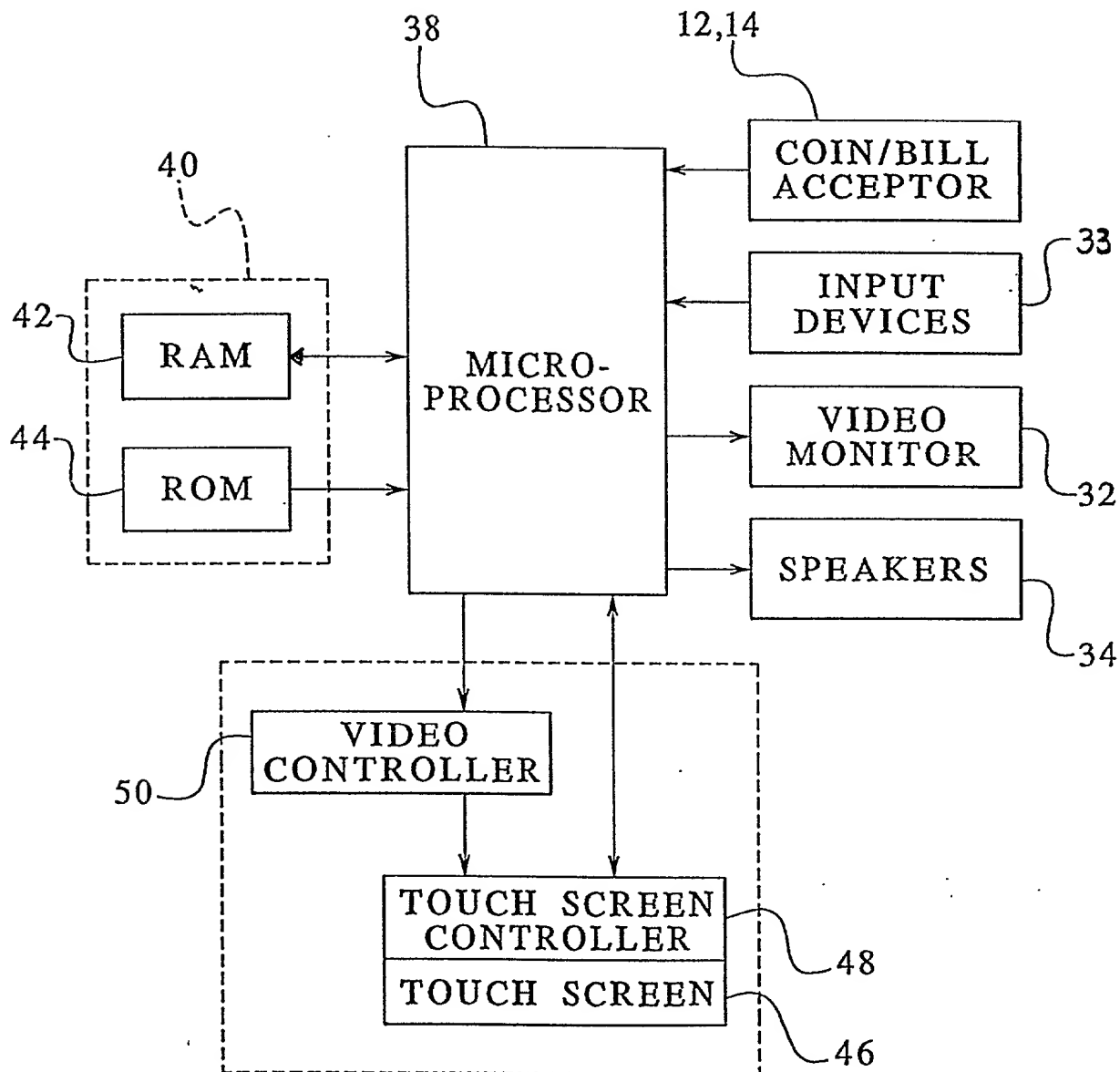


FIG.2



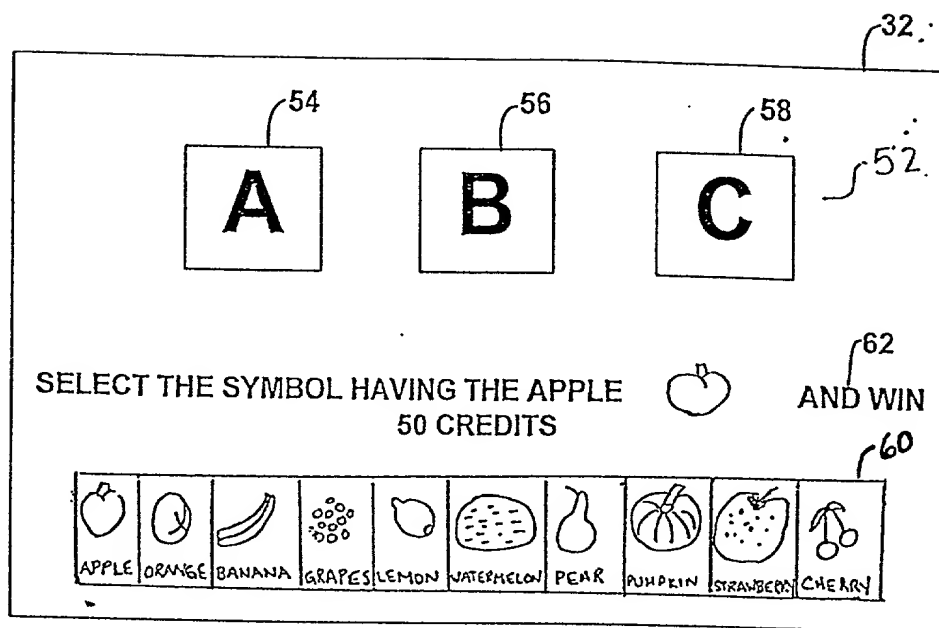


FIG. 3A

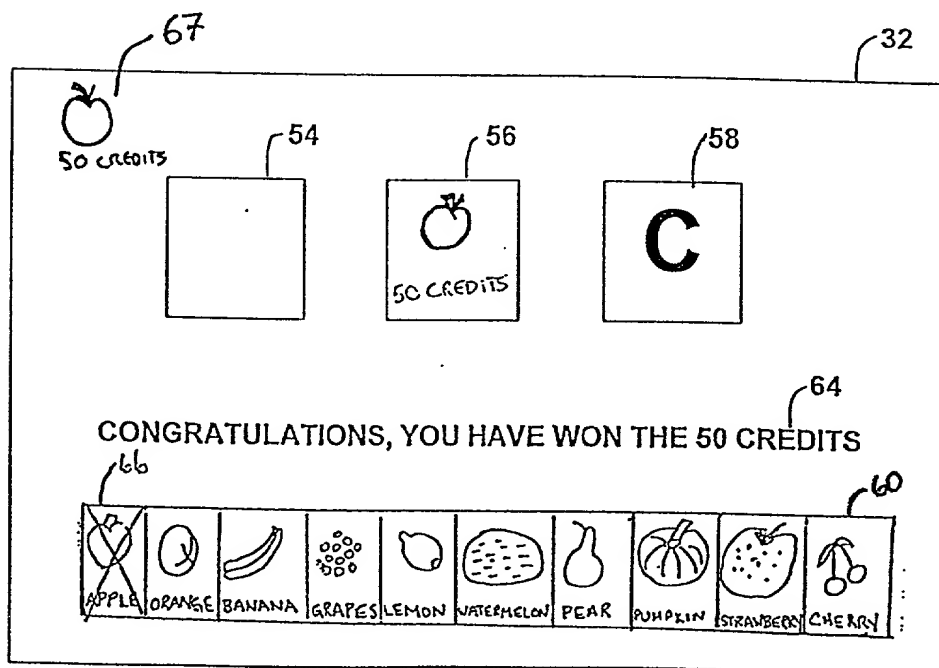


FIG. 3B

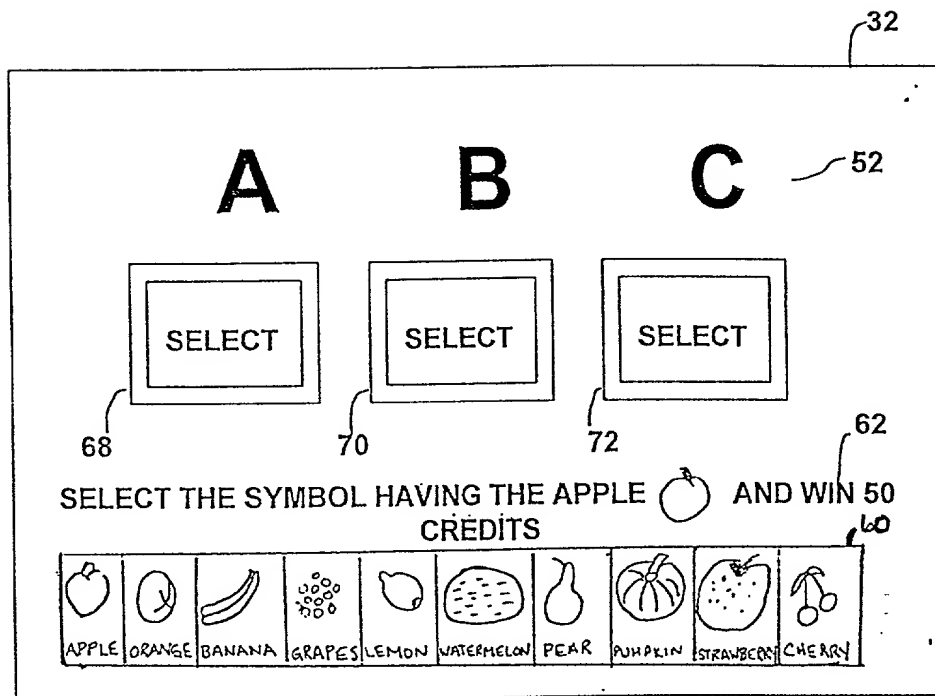


FIG. 4

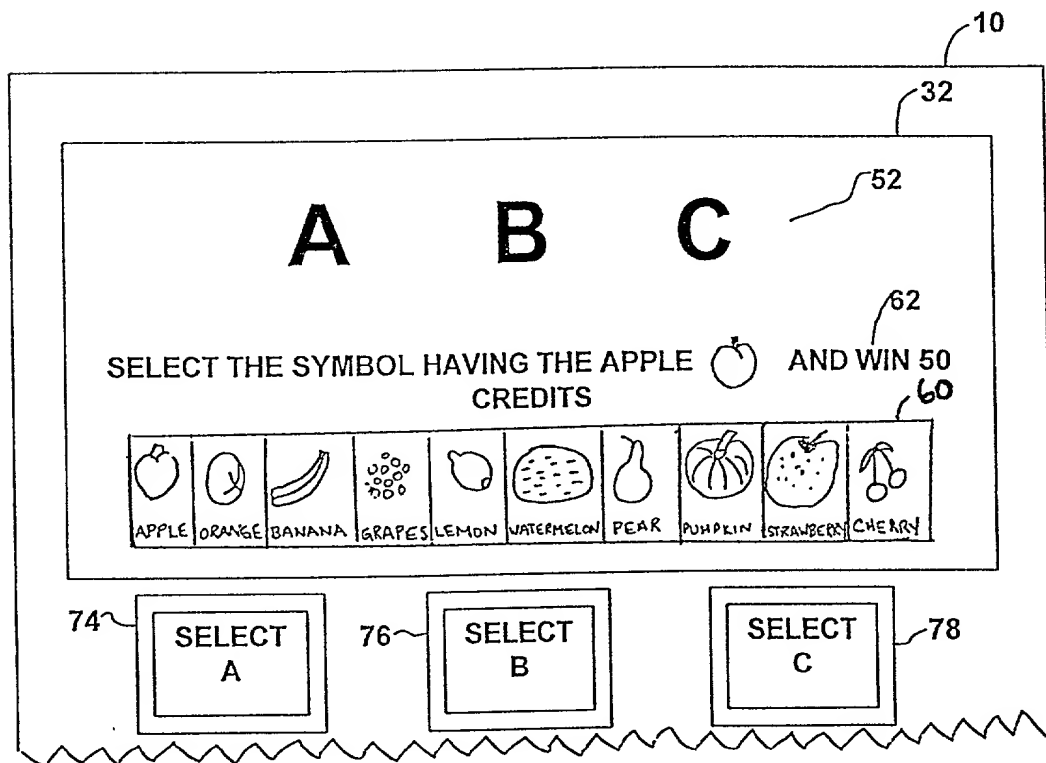


FIG. 5

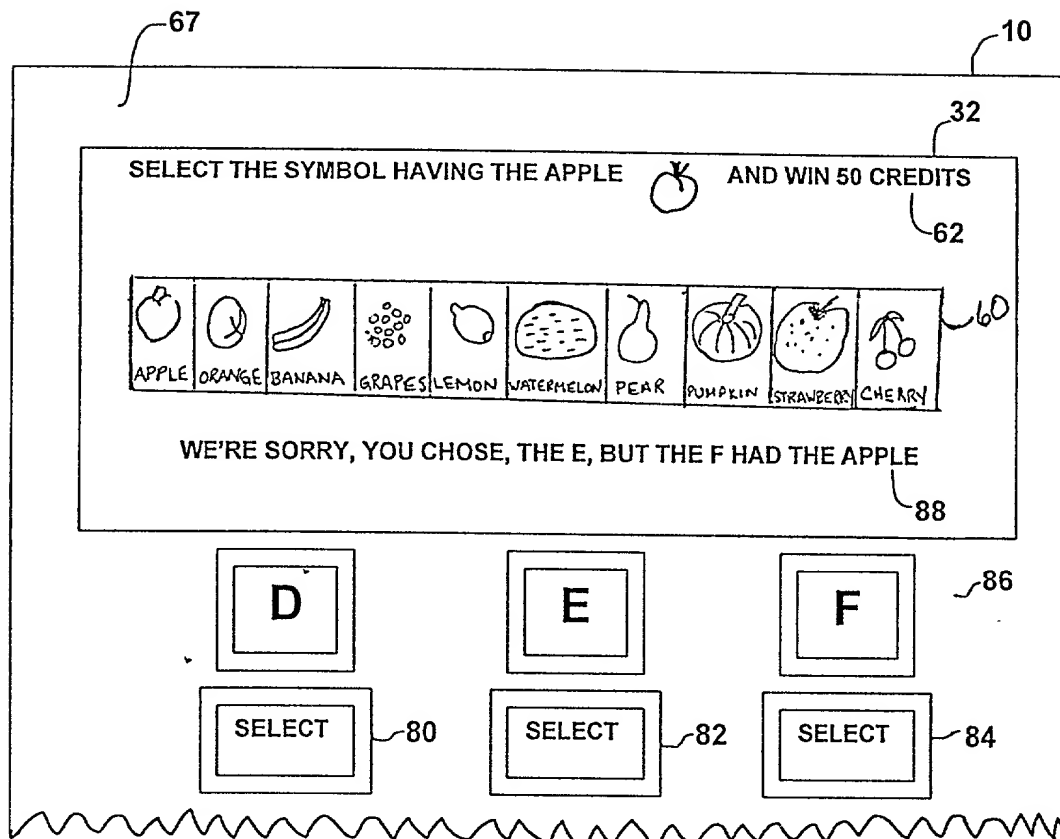


FIG. 6

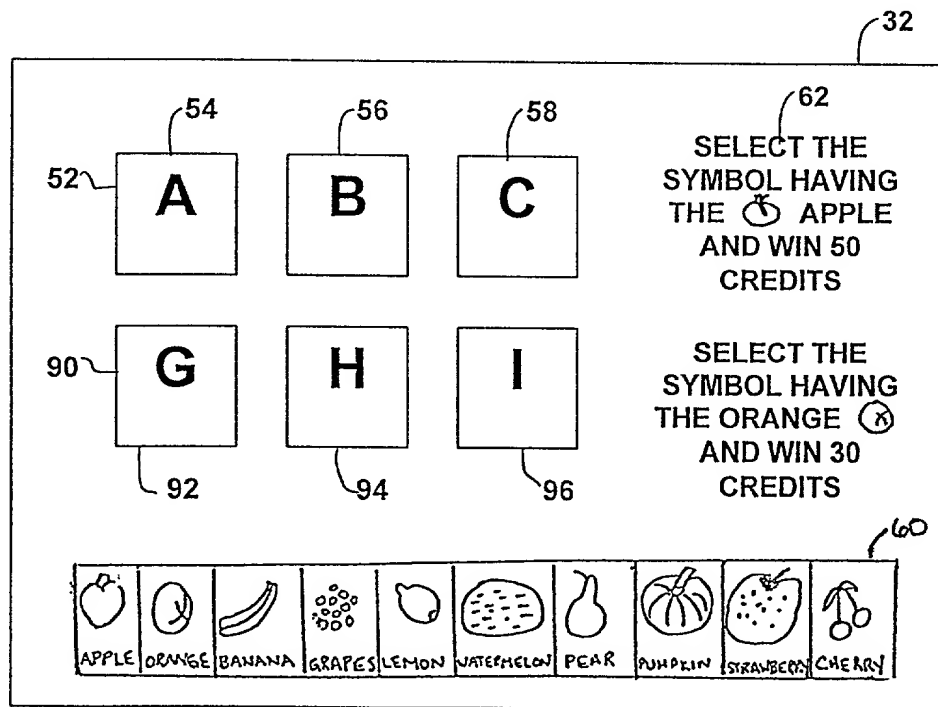


FIG. 7

98

100

ITEM
APPLE
CELL PHONE
ORANGE
WHISTLE
BANANA
HARMONICA
GRAPES
FALSE TEETH
LEMON
SANDWICH
FLASHLIGHT
FOOTBALL
SUNGLASSES
TICKET STUB

FIG. 8

104 NUMBER OF ASSIGNMENT	102 PROBABILITY
1	20%
2	25%
3	40%
4	15%

FIG. 9: ONE OF THE SYMBOLS HAS AN ASSIGNED ITEM

110 NUMBER OF ASSIGNMENTS	108 PROBABILITY
1	30%
2	40%
3	20%
4	10%

FIG. 10: TWO OF THE SYMBOLS HAVE AN ASSIGNED ITEM

116 NUMBER OF ASSIGNMENTS	114 PROBABILITY
1	50%
2	30%
3	15%
4	5%

FIG. 11: THREE OF THE SYMBOLS HAVE AN ASSIGNED ITEM

122 PRIZES	120 PERCENTAGE
2	20%
5	20%
10	20%
15	20%
20	20%

FIG. 12: VALUE OF PRIZE WHEN PLAYER SELECTS SYMBOL WITH AN ASSIGNED ITEM

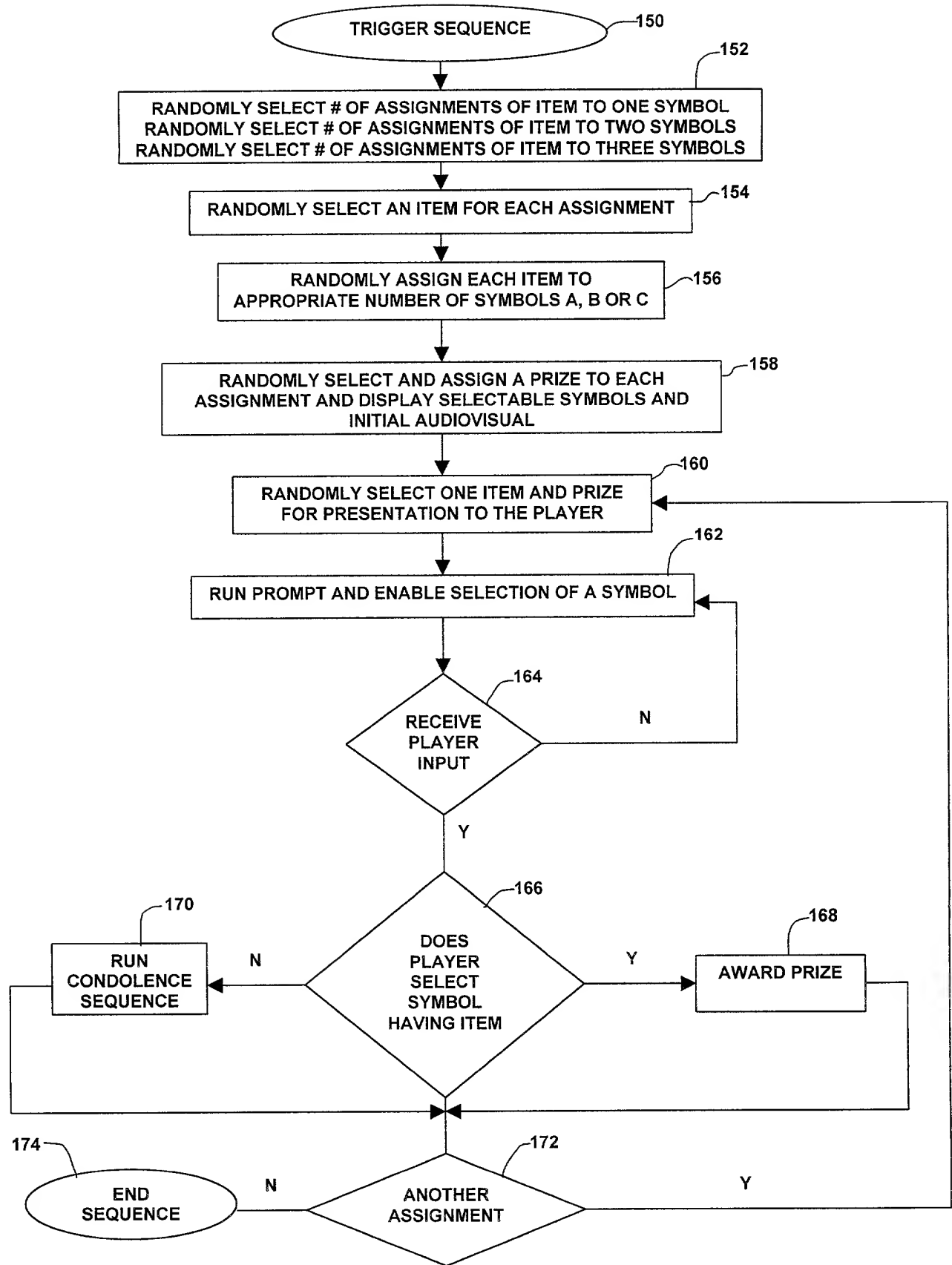


FIG. 13



Docket No.  
0112300/141

# Declaration and Power of Attorney For Patent Application

## English Language Declaration

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

**GAMING DEVICE HAVING A MULTI-ROUND BONUS SCHEME WHEREIN EACH ROUND HAS A PROBABILITY OF SUCCESS**

the specification of which

(check one)

☒ is attached hereto.

☐ was filed on \_\_\_\_\_ as United States Application No. or PCT International Application Number \_\_\_\_\_ and was amended on \_\_\_\_\_ (if applicable)

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, Section 119(a)-(d) or Section 365(b) of any foreign application(s) for patent or inventor's certificate, or Section 365(a) of any PCT International application which designated at least one country other than the United States, listed below and have also identified below, by checking the box, any foreign application for patent or inventor's certificate or PCT International application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application(s)			Priority Not Claimed
_____ (Number)	_____ (Country)	_____ (Day/Month/Year Filed)	<input type="checkbox"/>
_____ (Number)	_____ (Country)	_____ (Day/Month/Year Filed)	<input type="checkbox"/>
_____ (Number)	_____ (Country)	_____ (Day/Month/Year Filed)	<input type="checkbox"/>

I hereby claim the benefit under 35 U.S.C. Section 119(e) of any United States provisional application(s) listed below:

\_\_\_\_\_  
(Application Serial No.)

\_\_\_\_\_  
(Filing Date)

\_\_\_\_\_  
(Application Serial No.)

\_\_\_\_\_  
(Filing Date)

\_\_\_\_\_  
(Application Serial No.)

\_\_\_\_\_  
(Filing Date)

I hereby claim the benefit under 35 U. S. C. Section 120 of any United States application(s), or Section 365(c) of any PCT International application designating the United States, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States or PCT International application in the manner provided by the first paragraph of 35 U.S.C. Section 112, I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, C. F. R., Section 1.56 which became available between the filing date of the prior application and the national or PCT International filing date of this application:

\_\_\_\_\_  
(Application Serial No.)

\_\_\_\_\_  
(Filing Date)

\_\_\_\_\_  
(Status)  
(patented, pending, abandoned)

\_\_\_\_\_  
(Application Serial No.)

\_\_\_\_\_  
(Filing Date)

\_\_\_\_\_  
(Status)  
(patented, pending, abandoned)

\_\_\_\_\_  
(Application Serial No.)

\_\_\_\_\_  
(Filing Date)

\_\_\_\_\_  
(Status)  
(patented, pending, abandoned)

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith. *(list name and registration number)*

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